

MAGIC VISION

How might we enhance the culinary experience and support healthier eating habits?

The challenge of food waste is a growing concern globally, with substantial environmental, economic, and social implications. Leveraging virtual reality (VR) technology to simulate taste experiences can present a novel approach to addressing food waste by promoting sustainable food choices. Here, I discuss the potential of integrating electrical simulators with VR to create virtual tasting experiences, connecting to neural synapses, and how this technology could revolutionize the culinary field, promote healthier eating habits, and contribute to reducing food waste.

Electrical simulators interfaced with neural synapses can potentially create realistic virtual tasting experiences. As mentioned in an article on newscientist.com, experimental setups with face electrodes have already demonstrated the feasibility of simulating taste and texture in a virtual environment.

<https://eatnorth.com/lucia-kubackova/icymi-virtual-reality-alters-taste-waste-reduction-strategies-takeouts#:~:text=A%20recent%20research%2C%20published%20in,how%20you%20can%20reduce%20waste> The concept of virtual tasting extends beyond mere novelty, opening avenues for experiential learning and informed food choices without the actual consumption of food.

VR can play a significant role in training individuals on food waste reduction strategies. A prototype and A/B-test showcased in a conference paper revealed the potential of VR training in reducing food waste. <https://www.esociety-conf.org/wp-content/uploads/2022/03/13.2-1.pdf>

By simulating the consequences of food waste in a virtual environment, individuals can become more aware of their actions and learn effective waste reduction strategies without real-world repercussions.

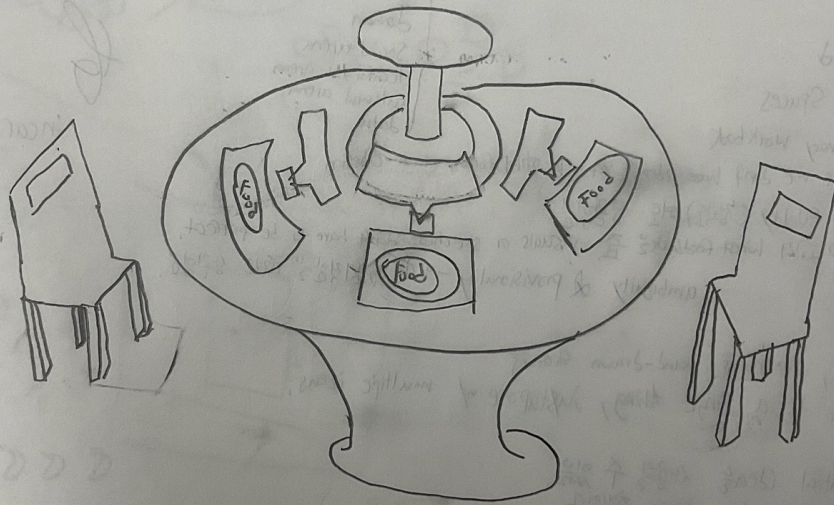
Virtual reality can foster a rich environment for learning and experimentation. The immediate feedback from virtual tasting experiences could enable individuals to refine their culinary skills, explore new recipes, and adjust ingredients to suit personal preferences or dietary needs, all in a virtual setting. This could lead to better-informed choices, reducing the likelihood of food waste.

The integration of electrical simulators with VR to create virtual tasting experiences presents a promising solution to the food waste dilemma. By promoting sustainable food choices, enhancing culinary skills, and providing effective training on waste reduction strategies, this technology could significantly contribute to a more sustainable and health-conscious society. The interdisciplinary collaboration between neuroscience, electrical engineering, and virtual reality technology could pave the way for an innovative approach to tackling food waste and promoting healthier eating habits.

아날로그 / 디지털

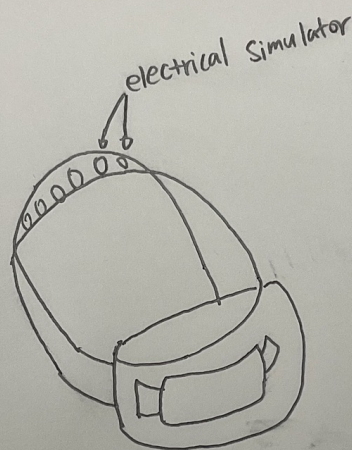
Multi-Sensor Smart Dining Table

Original Concept

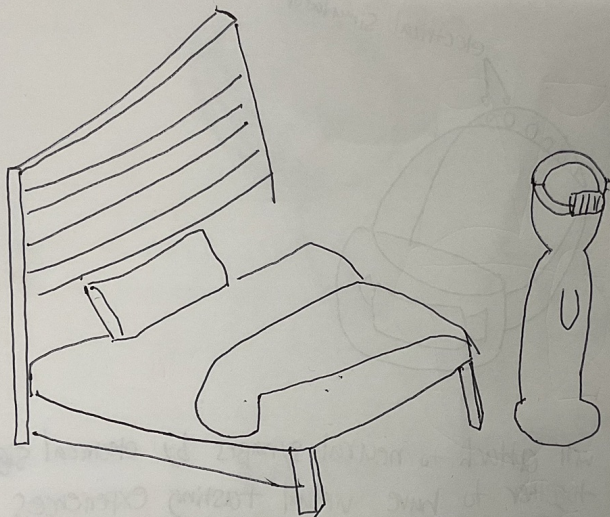


This table would analyze the nutritional content of your food in realtime and even determine how well it's been cooked. It could also provide recipes and cooking tips via an integrated screen,

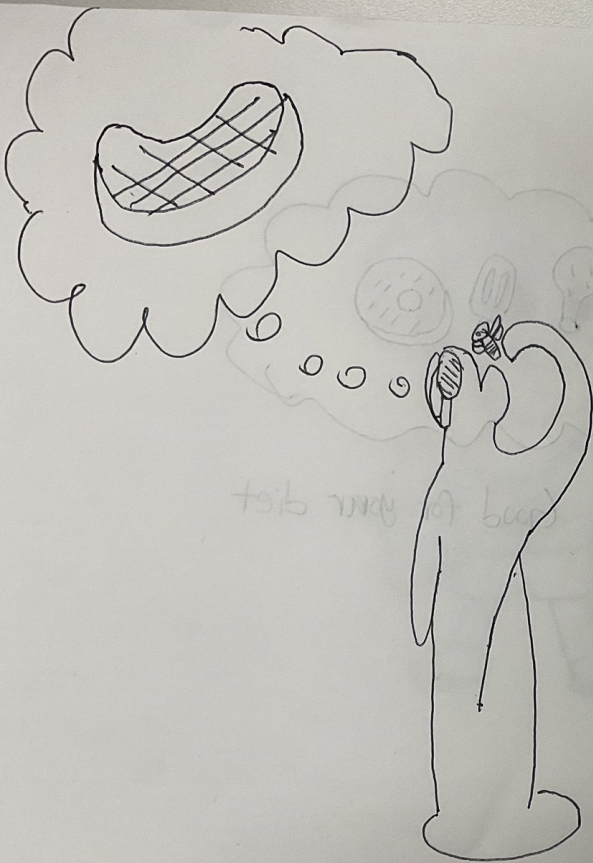
How might we enhance the culinary experience and support healthier eating habits?



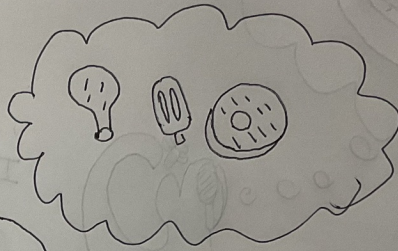
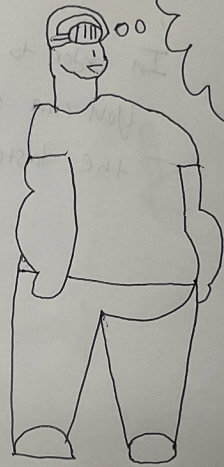
Electrical simulators will attach to neural synapses by electrical signals and connect them together to have virtual tasting experiences.



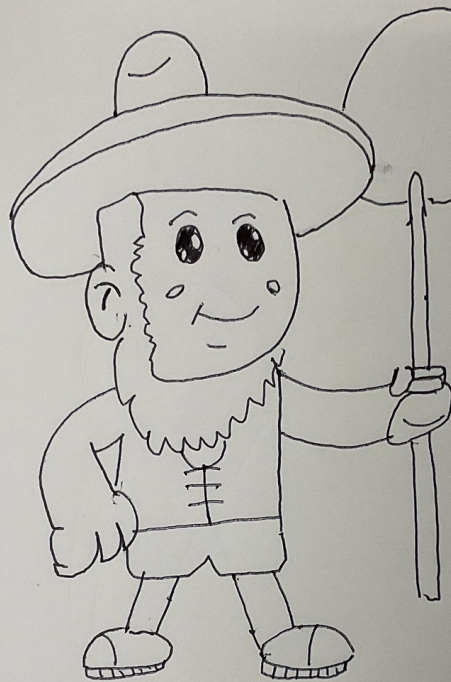
Just like you can have a dream,
you can dream in a bed while
virtually tasting foods. Also,
it's as same as having dreams;
you feel like what you are tasting
is real, just as your five senses
are stimulated when you dream.



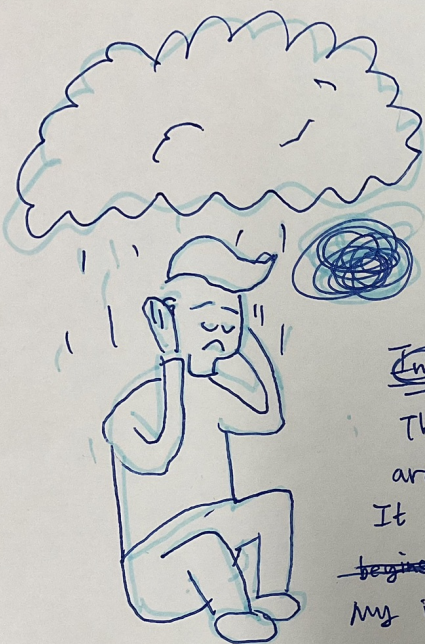
In order to make virtual tasting extreme,
you can actually chew insects and feel
the taste with steak.



Good for your diet



It's good that
foods are wasted
anymore!



The goal

To create a design that we can look back ourselves emotions and comfort through the magical artwork of the AI artist.
(fashion)

Intro

The mental health problems of modern people are getting worse day by day. (suffer from depression)
It is said that the first ~~start~~ of depression treatment ~~begins with~~ ^{is} informing others of your feelings.
My idea started with this!

Share your feelings!

Idea AI artist analyzes ~~the~~ ^{your} voice, body movements, facial expressions, brain waves, etc. / AI ~~puts~~ styles your avatar and put clothes of color and style that match your feelings.

What to expect

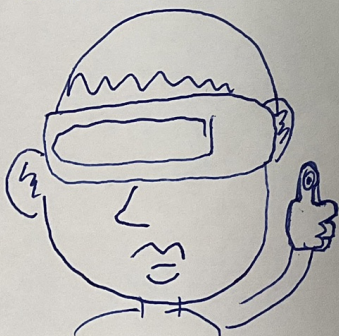
People can visually check ~~to~~ ~~themselves~~ and others emotions. This design also reduces resistance to AI art and gives message that your mental health is very important to us.

The goal

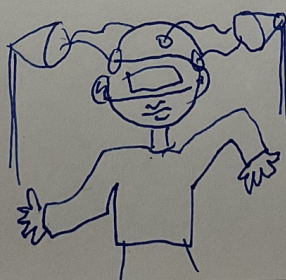
How it works

We use VR! to see our own Avatar.

① wear VR

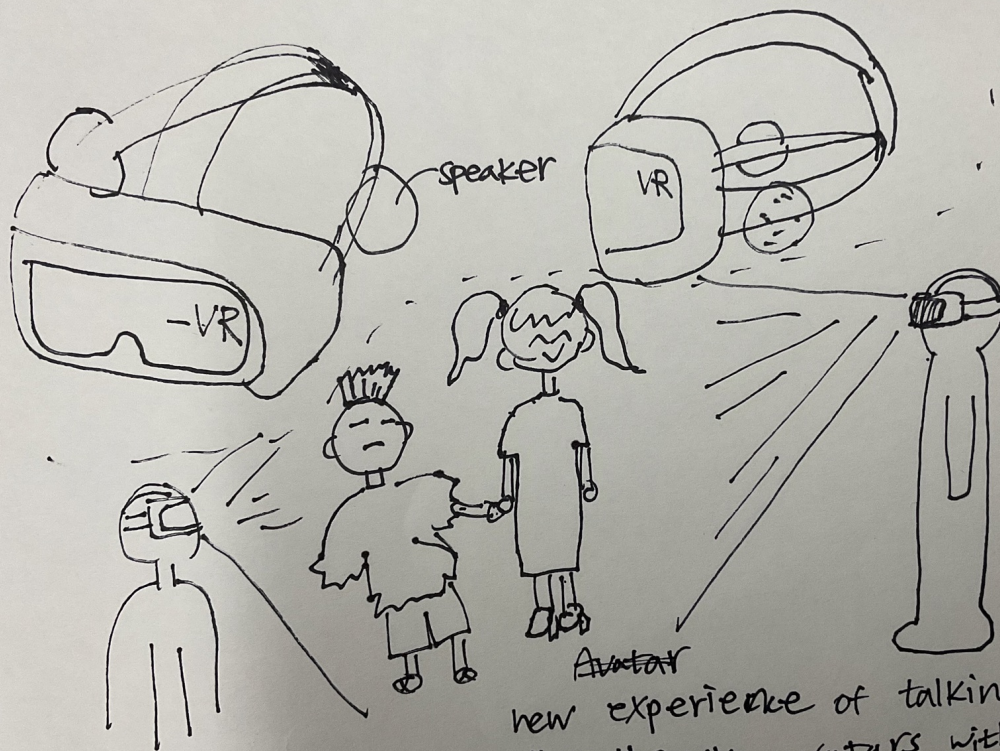


② AI analyzes your emotions based on your voice, movements and brain waves.

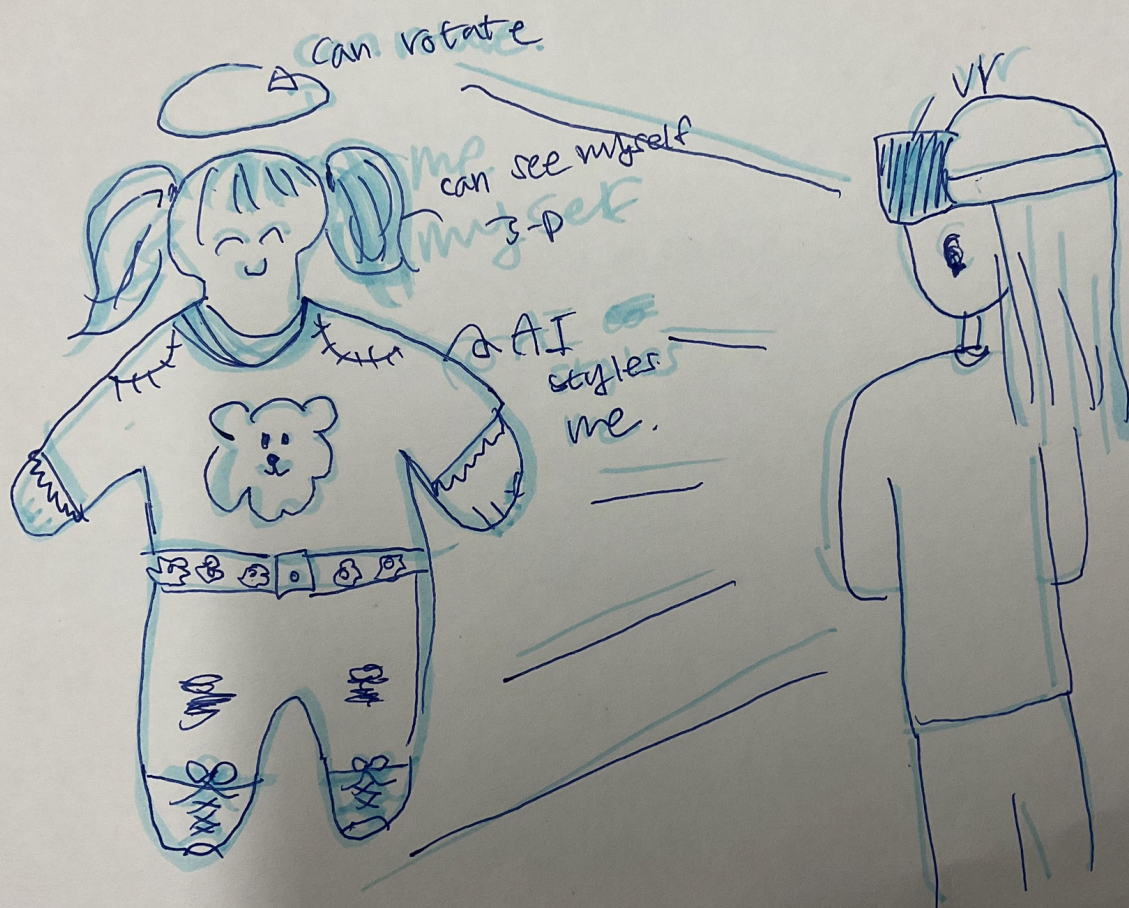


③ AI make ^{styles your avatar} clothes for your avatar based on your feelings.

what it would look like



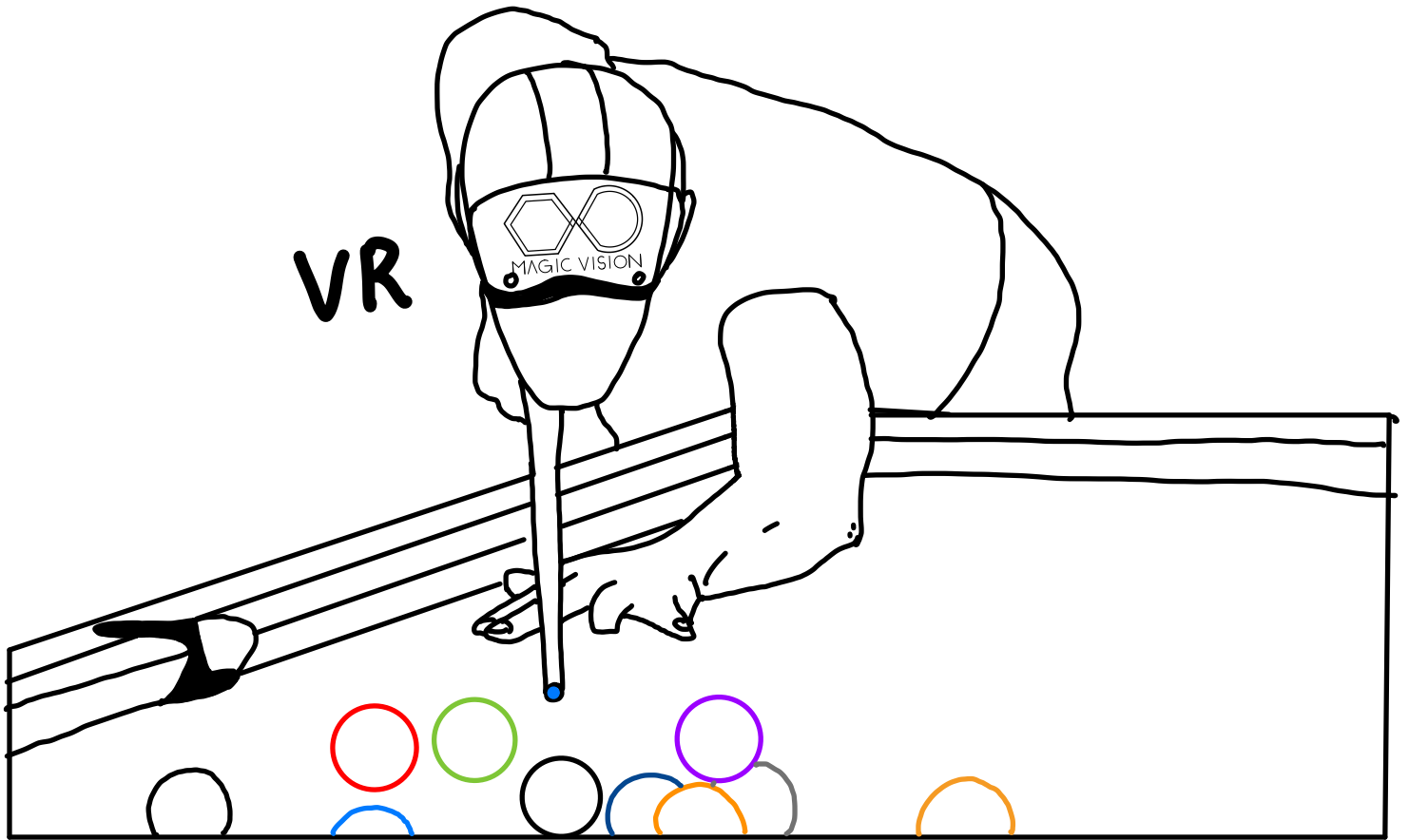
new experience of talking to each other through avatars. with AI-made clothes!!





WITH MAGIC VISION,
ANYONE CAN BE A FASHIONISTA !

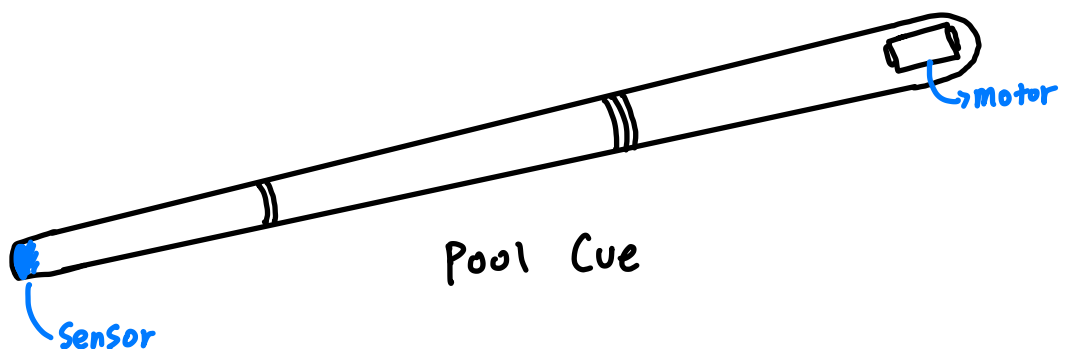
VR



- Pool / chess

- Play with people around the world
- Save money
- Enjoy realistic games
- Enjoy game anytime, anywhere

how to synchronize it across different locations?



- Realistic experience
- Playing vs. users around the world





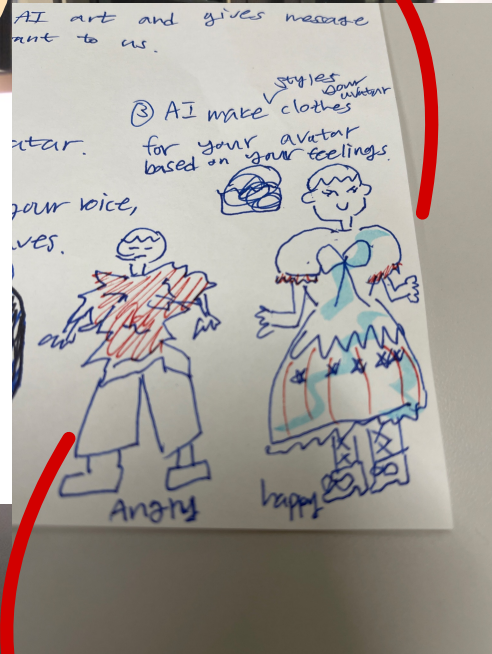
CHESS



OX Blocks

What are the challenges in synchronizing VR experience across different devices and locations?

How can the physics of pool and chess be accurately simulated in a VR environment to ensure a realistic gameplay experience?





MAGIC VISION BUDGET

VR DEVICE

- APPLE VISION PRO : \$ 3,499
 - CONTROLLER: \$ 500 PER UNIT
 - SENSORS AND MOTORS: \$ 500 PER UNIT

SOFTWARE DEVELOPMENT

- GAME AND DATABASE LICENSES: \$ 30,000 / YEAR

DESIGN

- COMPANY (PRODUCT) LOGO DESIGN: \$5,000
- 3D MODELING & ANIMATION: \$ 20,000
- USER INTERFACE: \$10,000

TESING

- BETA TESTING & BUG FIXES: \$ 15,000 / YEAR

MARKETING

- MARKETING & ADVERTISING: \$ 25,000 / YEAR

LABOR COST

- 30 DEVELOPERS: \$150,000 / YEAR = \$4,500,000 / YEAR
- VOICE ACTOR/ACTRESS: \$ 30,000

TOTAL COST

- **\$4,639,500**

We are currently in contact with Elon Musk for investment

10/17/23, 1:58 PM

New York University Mail - We are college students. We have an idea.



Sophia Choi <sjc9869@nyu.edu>

We are college students. We have an idea.

1 message

Sophia Choi <sjc9869@nyu.edu>
To: info@neuralink.com

Tue, Oct 17, 2023 at 1:57 PM

Dear Mr. Musk,

I hope this email finds you well.

We are NYU Tandon Engineering school students and we have a design idea to suggest to you.

Design Project 1: "Where Food Should Be"

The value of a bag of popcorn varies from person to person. For someone who values a clean sip of water, a bag of popcorn is a precious food to soothe hunger. Meanwhile, for most modern Americans, popcorn is just a snack. Hungry people often forget the value of a bag of popcorn because they are invisible around us. The goal was to create a design that could bridge the gap between people's perceptions of the value of food and raise awareness about food waste.

Initially, the idea was to create an AI system that would choose sauce for users, but it was realized that this could lead to increased food waste. As a result, the design shifted towards environmental and humanitarian concerns.

The "Where Food Should Be" design is a media art project with stickers and buttons attached to a large pepper shaker. People can actively participate by adding stickers or donating money to the pepper shaker. The collected money is then used to help those in need. The project aims to reduce food waste, inform people about the environmental impact of food waste, and connect those who waste food with those who are in need.

Design Project 2: AI-Enhanced Virtual Reality and Fashion

The second design project focuses on using AI and virtual reality to offer users the opportunity to experience fashion and improve their self-image. This VR experience allows individuals to see themselves from the perspective of others and experiment with clothing, hairstyles, and makeup designed by AI.

AI analyzes the user's voice, detecting emotions like depression, sadness, joy, and surprise. It then recommends clothing styles and colors that match the person's mood. This feature not only enhances the individual's fashion experience but also emphasizes the importance of mental health.

The project aims to reduce resistance to AI-generated art and promote the idea that AI can understand and visualize human emotions. Through AI-created avatars, users can interact with others in a virtual world, and the avatar's clothing style and color adapt to the user's emotions. This technology can be applied for mental health treatment and offers a means to visually check emotions, provide comfort, and trigger positive memories.

In summary, both design projects address distinct aspects of human life and technology. The first project aims to combat food waste and promote charity, while the second project harnesses AI and virtual reality to enhance self-image and emphasize the importance of mental health.

Thank you for your reading and caring, contact us if you have any questions.
Please reply to this email or text 3472336476 for investment opinions.

All the best,
Sophia Choi